

WHAT IS CLAIMED IS:

1. An amusement game, comprising:
means for securing at least one prize/object arranged on a platform; and,
5 a device for determining a characteristic of said at least one prize/object.
2. The amusement game recited in Claim 1 wherein said device is a scale and said characteristic is weight.
- 10 3. The amusement game recited in Claim 2 further comprising means for determining if said at least one prize/object is within a predetermined weight range.
4. The amusement game recited in Claim 3 further comprising means for awarding said at least one prize/object when said at least one prize/object is within said
15 predetermined weight range.
5. The amusement game recited in Claim 3 further comprising means for ending a game session when said at least one prize/object is not within said predetermined weight range.
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6. The amusement game as recited in Claim 1 wherein said means for securing comprises a crane.
7. The amusement game as recited in Claim 6 wherein said crane comprises a
25 gantry assembly, a crane assembly and a claw assembly, all operatively arranged for movement.

8. The amusement game as recited in Claim 7 wherein said gantry assembly is operatively arranged for translational movement.

9. The amusement game as recited in Claim 7 wherein said gantry assembly is
5 operatively arranged for translational movement along a first pair of parallel disposed rails.

10. The amusement game as recited in Claim 7 wherein said gantry assembly comprises a second pair of parallel disposed rails.

10 11. The amusement game as recited in Claim 7 wherein said crane assembly is operatively arranged for translational movement.

12. The amusement game as recited in Claim 11 wherein said crane assembly is
operatively arranged for translational movement along said second pair of parallel
15 disposed rails.

13. The amusement game as recited in Claim 6 wherein said claw assembly is operatively arranged for vertical movement.

20 14. The amusement game as recited in Claim 1 wherein said means for securing is controllable by a player via a control means.

15. The amusement game as recited in Claim 14 wherein said control means
comprise a joystick.

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16. The amusement game as recited in Claim 14 wherein said control means comprise a trackball.

17. The amusement game as recited in Claim 14 wherein said control means comprise at least one push button.

5 18. The amusement game as recited in Claim 1 wherein said device for determining a characteristic of said at least one prize/object is a device for measuring mass of said at least one prize.

10 19. The amusement game as recited in Claim 1 wherein said device for determining a characteristic of said at least one prize/object is a device for measuring size of said at least one prize.

15 20. The amusement game as recited in Claim 1 wherein said device for determining a characteristic of said at least one prize/object is a device for measuring electrical properties of said at least one prize.

21. The amusement game as recited in Claim 2 wherein said scale comprises means for indicating the weight of said prize/object visually.

20 22. The amusement game as recited in Claim 2 wherein said scales comprises means for indicating the weight of said prize/object audibly.

25 23. The amusement game as recited in Claim 4 wherein said means for awarding said at least one prize/object when said at least one prize/object is within said predetermined weight range comprises at least a button, a prize/object gate, and a prize/object delivery chute.

24. The amusement game as recited in Claim 3 further comprising means for returning said at least one prize/object to said platform when said at least one prize/object is not within said predetermined weight range.

5 25. The amusement game as recited in Claim 24 wherein said means for returning said at least one prize/object to said platform comprises a prize/object gate and a prize/object return chute.

10 26. An amusement game, comprising:
means for securing at least one prize/object arranged on a platform; and,
a device for determining a characteristic of said at least one prize/object.

15 27. The amusement game recited in Claim 26, further comprising means for awarding a prize when said determined characteristic satisfies certain predetermined criteria.

28. The amusement game recited in Claim 27 wherein said prize/object is said prize.

20 29. A method of playing an amusement game comprising the steps of:
securing at least one prize/object arranged on a platform;
weighing said at least one prize/object with a scale; and,
awarding a prize when the weight of said prize/object is within a
predetermined range.

25 30. The method of playing an amusement game recited in Claim 29 wherein said prize/object is said prize.